
A family of mimetic finite difference methods on polygonal and polyhedral meshes

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- R. Garimella for mesh generation support

Mimetic finite difference method

Continuum Problem

$$\begin{aligned}\operatorname{div} \vec{u} &= b \\ \vec{u} &= -\nabla p\end{aligned}$$

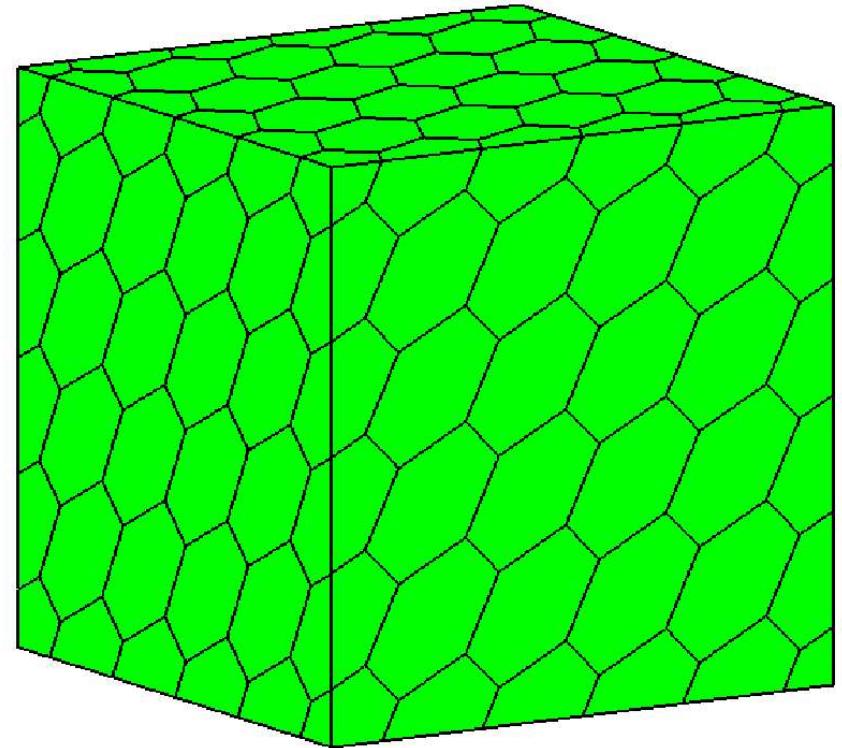
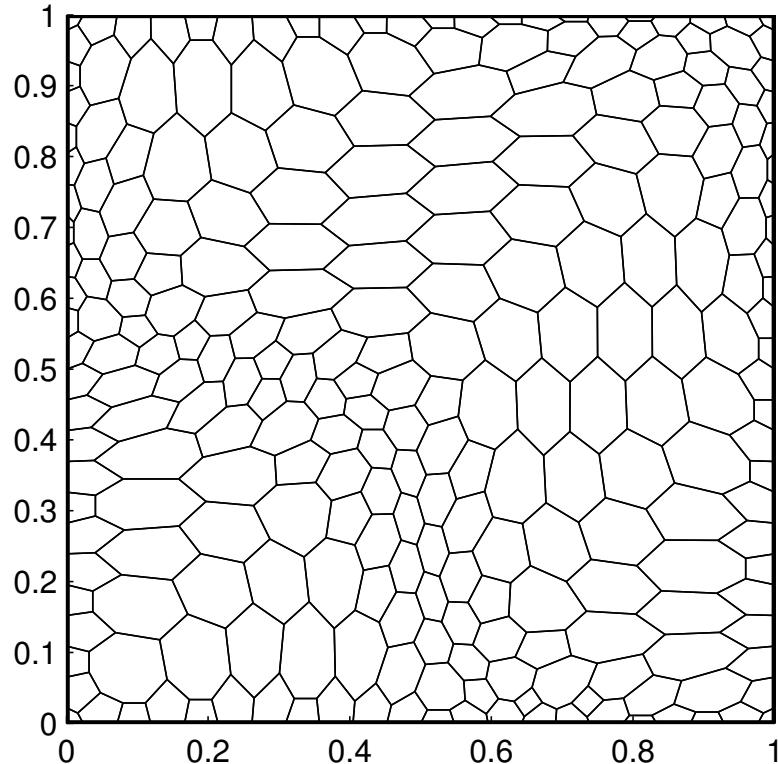
MFD method

$$\begin{aligned}\mathcal{DIV} \boldsymbol{u}^h &= \boldsymbol{b}^h \\ \boldsymbol{u}^h &= -\mathcal{GRAD} \boldsymbol{p}^h\end{aligned}$$

- $\operatorname{div} = -\nabla^*$
- $\ker(\nabla) = \text{constants}$

- $\mathcal{DIV} = -\mathcal{GRAD}^*$
- $\ker(\mathcal{GRAD}) = \text{constants}$

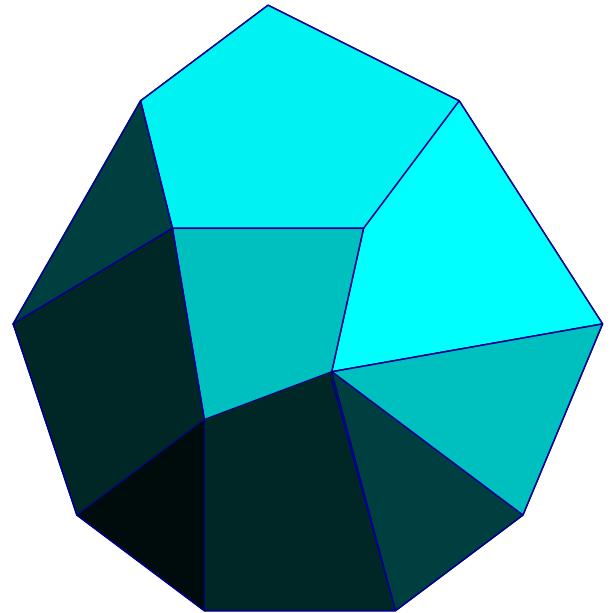
Meshes



- moving mesh methods (Lagrangian, ALE)
- unlimited possibilities for mesh generation
- polyhedral meshes are preferable for some CFD applications

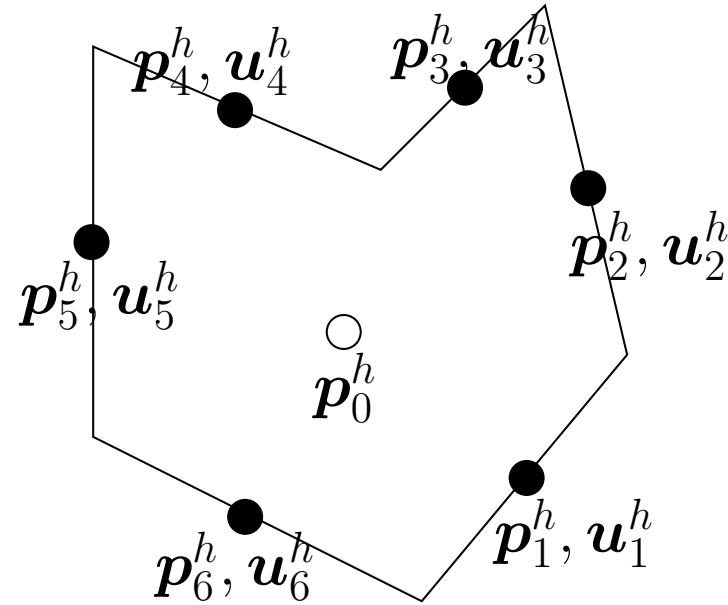
Degrees of freedom

- 1 pressure d.o.f. per mesh cell
- 1 velocity d.o.f. per mesh face
- 1 pressure d.o.f. per mesh face



Degrees of freedom

- 1 pressure d.o.f. per mesh cell
- 1 velocity d.o.f. per mesh edge
- 1 pressure d.o.f. per mesh edge

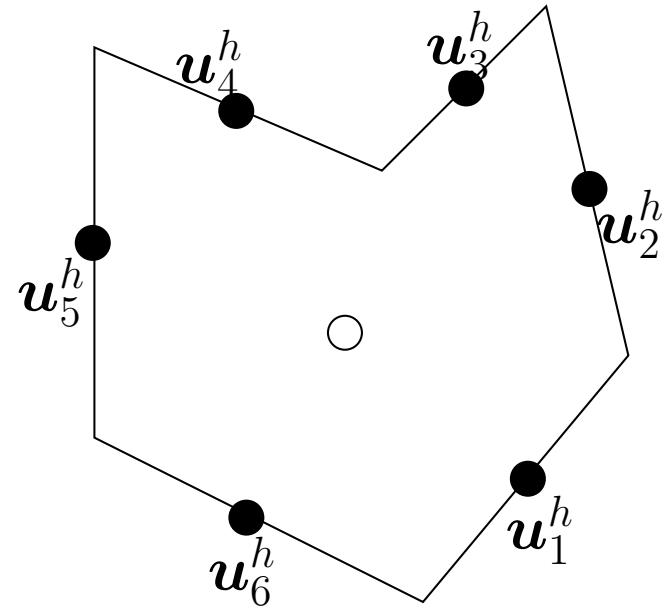


$$\mathbf{u}_i^h \approx \frac{1}{|e_i|} \int_{e_i} \vec{u} \cdot \vec{n}_i$$

Local divergence operator

The divergence theorem

$$\operatorname{div} \vec{u} = \lim_{V_E \rightarrow 0} \frac{1}{V_E} \oint_{\partial E} \vec{u} \cdot \vec{n}$$



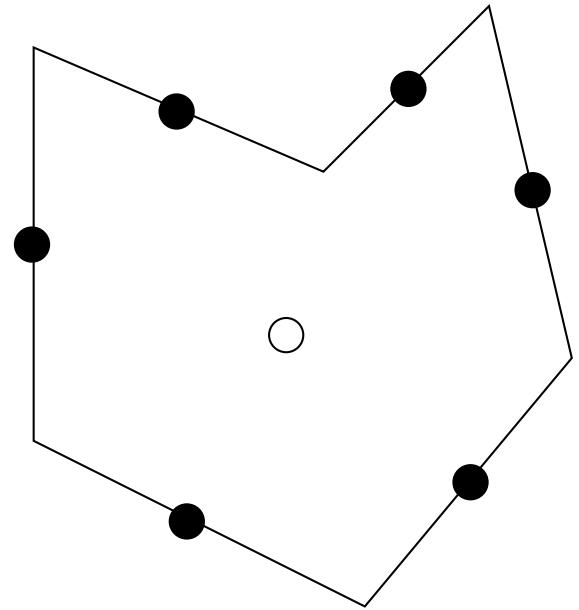
implies

$$(\mathcal{DIV} \, \boldsymbol{u}^h)_E = \frac{1}{V_E} \sum_i \boldsymbol{u}_i^h |e_i|$$

Local gradient operator

$$\boldsymbol{u}^h = -\mathcal{GRAD} \boldsymbol{p}^h$$

$$\begin{bmatrix} \boldsymbol{u}_1^h \\ \boldsymbol{u}_2^h \\ \vdots \\ \boldsymbol{u}_6^h \end{bmatrix} = \mathbb{M}_{6 \times 6} \begin{bmatrix} |e_1| (\boldsymbol{p}_1^h - \boldsymbol{p}_0^h) \\ |e_2| (\boldsymbol{p}_2^h - \boldsymbol{p}_0^h) \\ \vdots \\ |e_6| (\boldsymbol{p}_6^h - \boldsymbol{p}_0^h) \end{bmatrix}$$



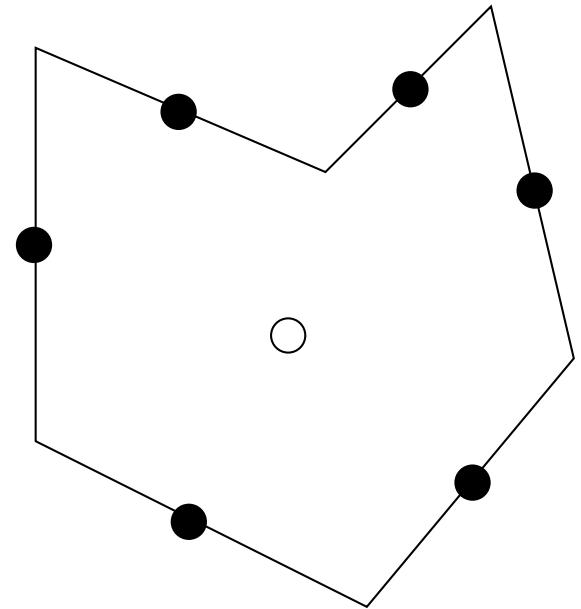
- $\mathbb{M} = \mathbb{M}^T > 0$ (*symmetry & positivity*)
- $\ker(\mathcal{GRAD}) = \text{constants}$

Patch test

Exact gradient for linear p :

$$p = x \quad \rightarrow \quad \vec{u} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \rightarrow \quad \mathbf{u}_i^h = \frac{1}{|e_i|} \int_{e_i} \vec{u} \cdot \vec{n}_i = n_{i,x}$$

$$\begin{bmatrix} n_{1,x} \\ n_{2,x} \\ \vdots \\ n_{6,x} \end{bmatrix} = \mathbb{M}_{6 \times 6} \begin{bmatrix} |e_1| (x_1 - x_0) \\ |e_2| (x_2 - x_0) \\ \vdots \\ |e_6| (x_6 - x_0) \end{bmatrix}$$



Patch test (cont.)

Exact gradient for linear p :

$$p = y \quad \rightarrow \quad \vec{u} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad \rightarrow \quad \mathbf{u}_i^h = \frac{1}{|e_i|} \int_{e_i} \vec{u} \cdot \vec{n}_i = n_{i,y}$$

$$\begin{bmatrix} n_{1,x} & n_{1,y} \\ n_{2,x} & n_{2,y} \\ \vdots & \\ n_{6,x} & n_{6,y} \end{bmatrix} = \mathbb{M}_{6 \times 6} \begin{bmatrix} |e_1| (x_1 - x_0) & |e_1| (y_1 - y_0) \\ |e_2| (x_2 - x_0) & |e_1| (y_2 - y_0) \\ \vdots & \vdots \\ |e_6| (x_6 - x_0) & |e_1| (y_6 - y_0) \end{bmatrix}$$

$$\mathbb{N}_{6 \times 2} = \mathbb{M}_{6 \times 6} \mathbb{R}_{6 \times 2}$$

Properties of matrices \mathbb{N} and \mathbb{R}

Lemma.

$$\mathbb{N}^T \mathbb{R} = \mathbb{R}^T \mathbb{N} = \mathbb{I}_{2 \times 2}$$

Proof.

$$\begin{aligned} V_E = \int_E \nabla x \cdot \nabla(x - x_0) &= \int_{\partial E} (\nabla x \cdot \vec{n})(x - x_0) = \sum_i n_{i,x} \int_{e_i} (x - x_0) \\ &= \sum_i n_{i,x} |e_i| (x_i - x_0) = \sum_i \mathbb{N}_{i,1} \mathbb{R}_{i,1} \\ &= (\mathbb{N}^T \mathbb{R})_{1,1} \end{aligned}$$

Similarly,

$$0 = \int_E \nabla y \cdot \nabla(x - x_0) = \int_{\partial E} (\nabla y \cdot \vec{n})(x - x_0) = (\mathbb{N}^T \mathbb{R})_{2,1}$$

Solution method

A solution to

$$\mathbb{N} = \textcolor{blue}{M} \mathbb{R}$$

is

$$\textcolor{blue}{M}_0 = \mathbb{N} \mathbb{N}^T$$

- check: $\textcolor{blue}{M}_0 \mathbb{R} = \mathbb{N} \mathbb{N}^T \mathbb{R} = \mathbb{N} \mathbb{I} = \mathbb{N}$
- valid for *any* polygon and *any* polyhedron with planar faces
- $\textcolor{blue}{M}_0 = \textcolor{blue}{M}_0^T \geq 0$
- general form for the solution is $\textcolor{blue}{M}_0 + \textcolor{blue}{M}_1$ where $\textcolor{blue}{M}_1 \mathbb{R} = 0$

Family of MFD methods

Theorem. Let columns of \mathbb{D} span $\ker(\mathbb{R}^T)$, i.e.

$$\mathbb{R}^T \mathbb{D} = 0 \quad \text{and} \quad \mathbb{R} \mathbb{D}^T = 0.$$

Then,

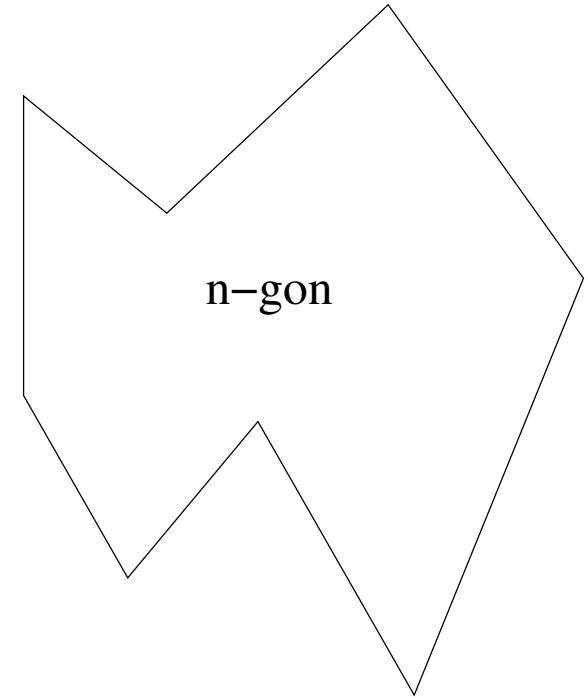
$$\mathbb{M} = \mathbb{N} \mathbb{N}^T + \mathbb{D} \mathbb{U} \mathbb{D}^T$$

is the SPD matrix for any $\mathbb{U} = \mathbb{U}^T > 0$.

Family of MFD methods (cont.)

$$\mathbf{M} = \mathbb{N} \mathbb{N}^T + \mathbb{D} \mathbb{U} \mathbb{D}^T$$

- size of \mathbb{U} is $n - 2$
- $(n - 1)(n - 2)/2$ free coefficients
- If both term are balanced, then
 - 2nd order convergence for pressure
 - 1st order convergence for velocity
- the same formula holds for polyhedral meshes
- straightforward generalization to full tensor \mathbb{K}



Numerical experiments

$$\mathbb{M} = \mathbb{N}\mathbb{N}^T + \mathbb{D}\mathbb{U}\mathbb{D}^T$$

Let \mathbb{D} be symmetric orthogonal projector onto $\ker(\mathbb{R}^T)$ and

$$\mathbb{U} = u\mathbb{I}, \quad u = \frac{1}{V_E}.$$

Then

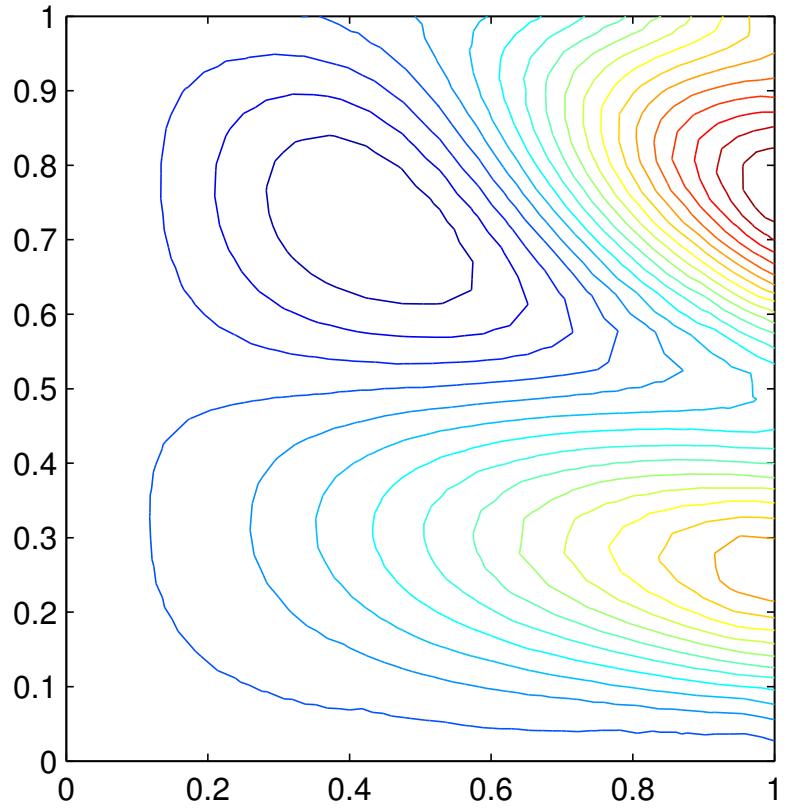
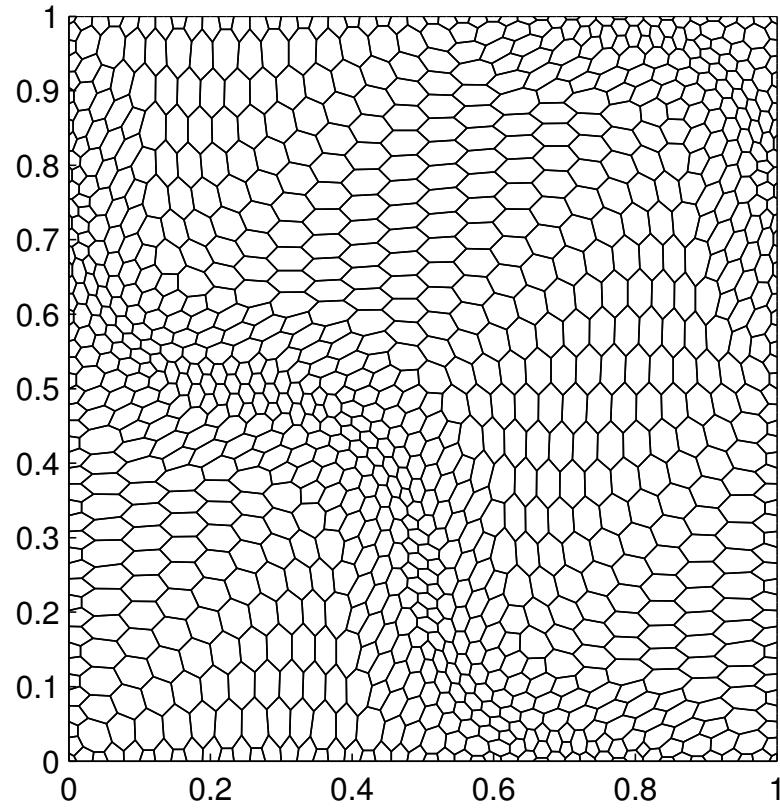
$$\mathbb{M} = \mathbb{N}\mathbb{N}^T + u\mathbb{D}$$

- complexity of computing $\mathbb{M}_{n \times n}$ is $(2d+1)n^2 + 4d^2n$

Numerical experiments

$$p(x, y) = x^3y^2 + x \sin(2\pi xy) \sin(2\pi y),$$

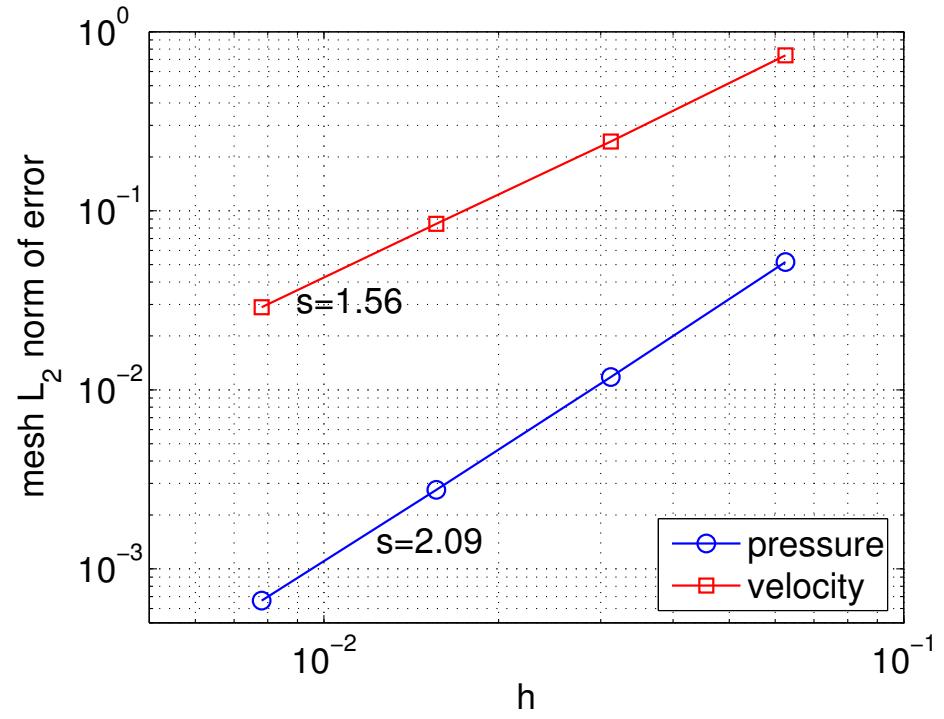
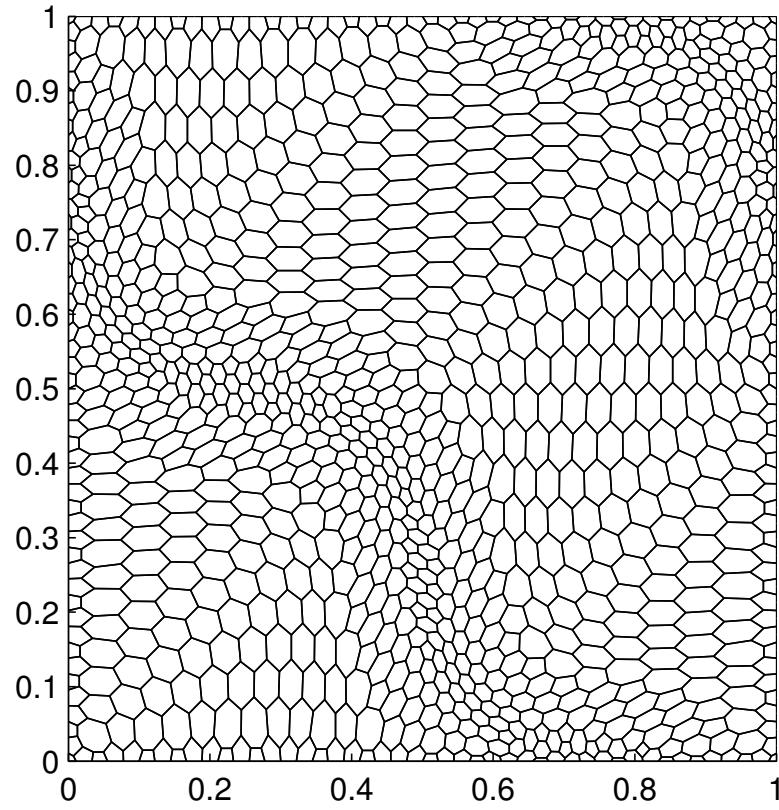
$$\mathbb{K} = \begin{pmatrix} (x+1)^2 + y^2 & -xy \\ -xy & (x+1)^2 \end{pmatrix}$$



Numerical experiments

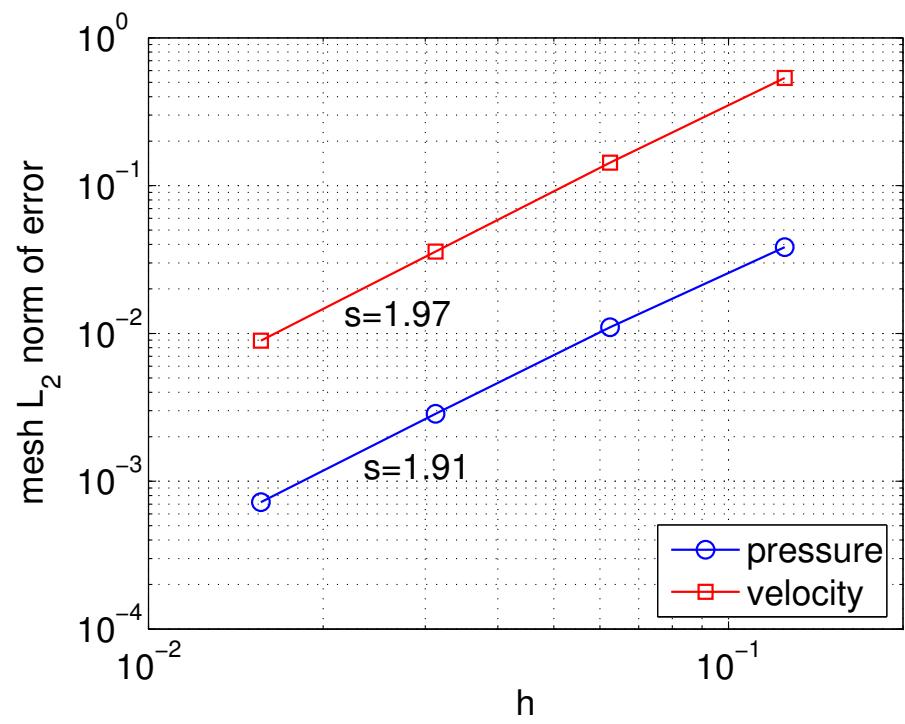
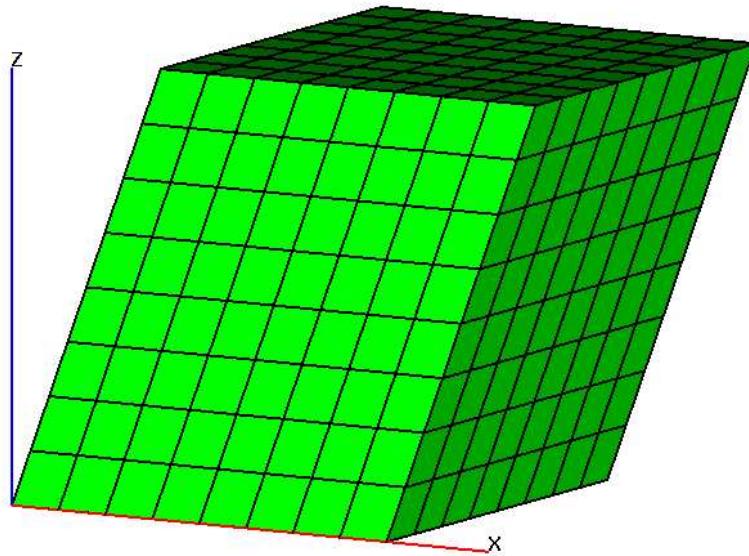
$$p(x, y) = x^3y^2 + x \sin(2\pi xy) \sin(2\pi y),$$

$$\mathbb{K} = \begin{pmatrix} (x+1)^2 + y^2 & -xy \\ -xy & (x+1)^2 \end{pmatrix}$$



Numerical experiments

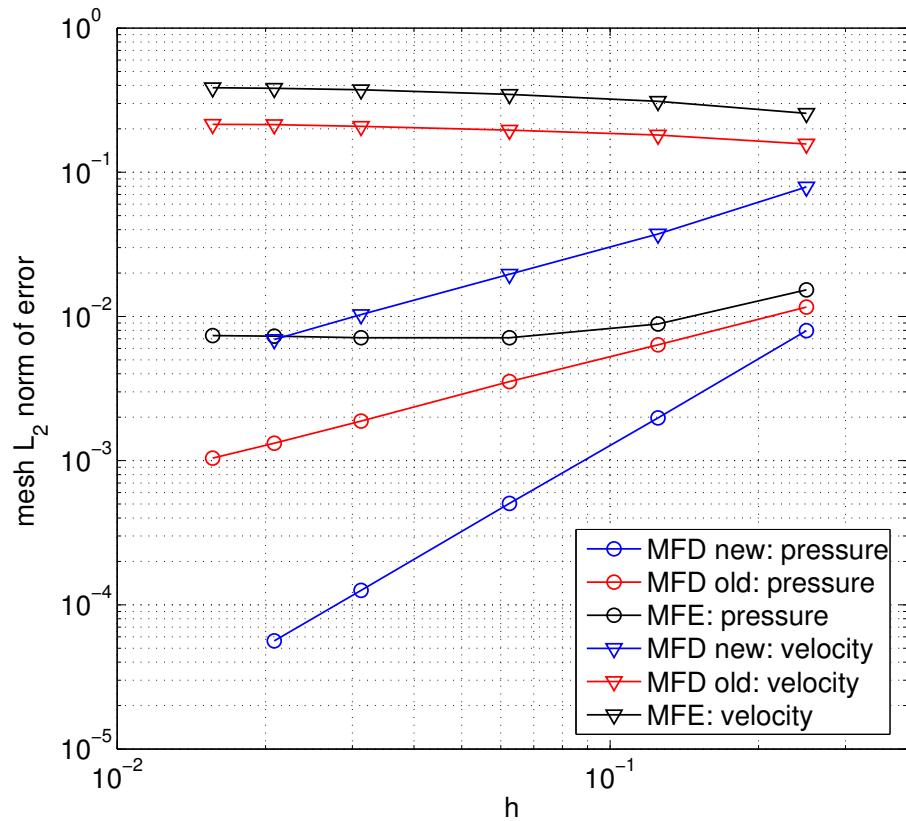
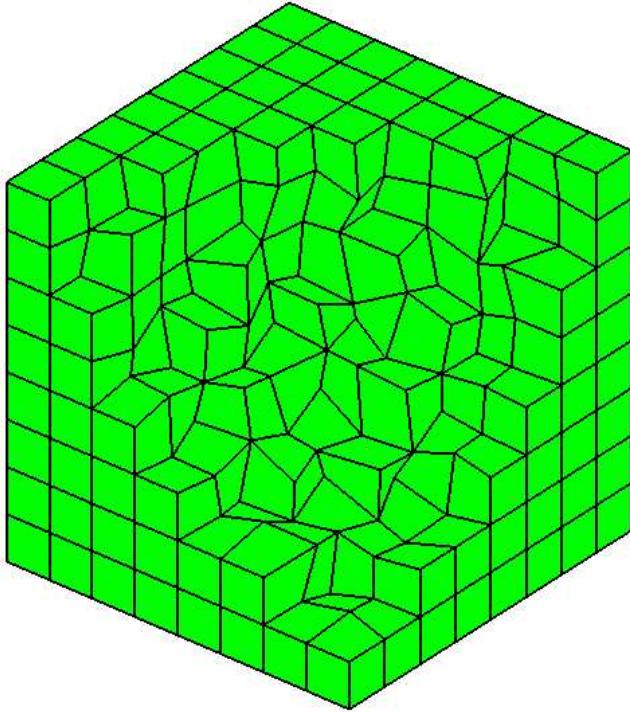
Problem similar to the above 2D problem



Conclusion

- For diffusion problems on unstructured polygonal and polyhedral meshes, we developed a *family of mimetic finite difference* methods with the following properties:
 - methods have **optimal** convergence rates
 - they result in **SPD** matrices
- the methodology can be extended to cells with **strongly curved faces**

Conclusion (cont.)



- the mixed FE method does *not* converge on randomly perturbed meshes